

CLAIMS

What is claimed is:

- 1 1. A system, comprising:
2 a finite state machine operating within a portable thread environment;
3 and
4 one or more PTE message generators configured to pass event
5 information contained in PTE messages to the finite state machine, wherein the
6 finite state machine changes states according to the event information.
- 1 2. The system of claim 1, wherein the event information comprises one
2 or more events passed to a thread and a present state of the finite state machine.
- 1 3. The system of claim 2, wherein the finite state machine comprises:
2 a message interpreter configured to accept the PTE messages; wherein the
3 interpreter maps the messages to actions using the look-up table.
- 1 4. The system of claim 3, wherein the finite state machine further
2 comprises:
3 a storage device for storing the one or more actions.
- 1 5. The system of claim 4, wherein the finite state machine further
2 comprises:
3 a state changer configured to change the state of the finite state machine
4 based upon event information and the previous state of the finite state machine.

1 6. A method comprising:
2 receiving PTE messages by a finite state machine in a portable thread
3 environment, wherein the messages contain event information;
4 mapping the state transition information with actions stored in a storage
5 device; and
6 changing from a first state to a second state based upon the first state and
7 the event information.

1 7. The method of claim 6, wherein the finite state machine stays in the
2 first state based upon the first state and the actions.

1 8. The method of claim 7, further comprising:
2 generating state machine events relating to the state of the finite state
3 machine.

1 9. The method of claim 8, further comprising:
2 distributing the state machine events between one or more threads in the
3 portable thread environment.

1 10. The method as in claim 9, further comprising:
2 distributing the state machine events between one or more threads in the
3 portable thread environment and a second portable thread environment.

1 11. A system, comprising:
2 means for receiving PTE messages by a finite state machine in a portable
3 thread environment, wherein the messages contain event information;

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4 means for mapping the event information with actions stored in a storage
5 device; and

6 means for changing from a first state to a second state based upon the first
7 state and the event.

1 12. The system of claim 11, wherein the finite state machine stays in the
2 first state based upon the first state and the event.

1 13. The system of claim 12, further comprising:
2 means for generating state machine events indicating a state of the finite
3 state machine.

1 14. The system of claim 13, further comprising:
2 means for distributing the state machine events between one or more
3 threads in the portable thread environment.

1 15. The system of claim 14, further comprising:
2 means for distributing the state machine events between one or more
3 threads in the portable thread environment and a second portable thread
4 environment.

1 16. A computer-readable medium having stored thereon a plurality of
2 instructions, said plurality of instructions when executed by a computer, cause
3 said computer to perform:
4 receiving PTE messages by a finite state machine in a portable thread
5 environment, wherein the messages contain event information;

6 mapping the event information with actions stored in a storage device;
7 and
8 changing from a first state to a second state based upon the first state and
9 the event.

1 17. The computer-readable medium of claim 16, wherein the finite state
2 machine stays in the first state based upon the first state and the events.

1 18. The computer-readable medium of claim 17 having stored thereon
2 additional instructions, said additional instructions when executed by a
3 computer, cause said computer to further perform:
4 generating state machine events indicating a state of the finite state
5 machine.

1 19. The computer-readable medium of claim 18 having stored thereon
2 additional instructions, said additional instructions when executed by a
3 computer, cause said computer to further perform:
4 distributing the state machine events between one or more threads in the
5 portable thread environment.

1 20. The computer-readable medium of claim 19 having stored thereon
2 additional instructions, said additional instructions when executed by a
3 computer, cause said computer to further perform:
4 distributing the state machine events between one or more threads in the
5 portable thread environment and a second portable thread environment.